AMENDMENTS TO THE SPECIFICATION:

Please amend the paragraph beginning at page 31, line 17, as follows:

Example Coordination of Texture Operations With Shader Operations

In an example implementation of system 50, the indirect and direct texturing operations described above are coordinated with corresponding stages of a recirculating shader within texture environment unit 600. See commonly assigned copending application Serial No. [[_____]] 09/722,367 "Recirculating Shade Tree Blender For A Graphics System" (atty. dkt. 723-851).

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